APPENDIX I

PICTURE DISK USAGE AND CREATION

Picture Disks are blank disks which are initialized by the Magic Blackboard program to store pictures your child wants to save. The initializing process also creates a catalog with room for up to 12 pictures. When your child saves a picture from Magic Blackboard on a Picture Disk, the entire picture is saved and a miniature version is placed within the catalog. Later, when your child wishes to retrieve his or her picture, the catalog displays the miniature version. There is no need to catalog the disk in the normal fashion and no need for young children to read a catalog listing to load a picture file into the computer.

Creation of a Picture Disk is accomplished by pressing CTRL-I while in the drawing portion of Magic Blackboard and following the instructions that appear on the screen. CAUTION!! The Picture Disk initializing process will destroy all data contained on the disk.

Picture Disk labels are included in this package so your child can easily tell them apart from your other disks.

APPENDIX II

ADULT MANAGEMENT INTERFACE

Various difficulty parameters within Matchbox may be changed by using the Adult Management Interface (AMI). To enter the AMI, press CTRL-I while at the Matchbox Menu. Once entered the following questions will be displayed:

Sound Yes/No? - Pressing N will turn the sound OFF, Y will turn it ON.

Starting Level (1-10)? - This will determine the starting level only during Shape matching.

Number of Plays Per Level (1-100)? - Number of plays allowed in Shape matching before moving to next level.

Difficulty Easy/Harder? - Pressing E will cause the program to erase incorrect choices, therefore forcing the correct answer. Pressing H for Harder will rearrange the choices when an incorrect match is attempted.

/ec
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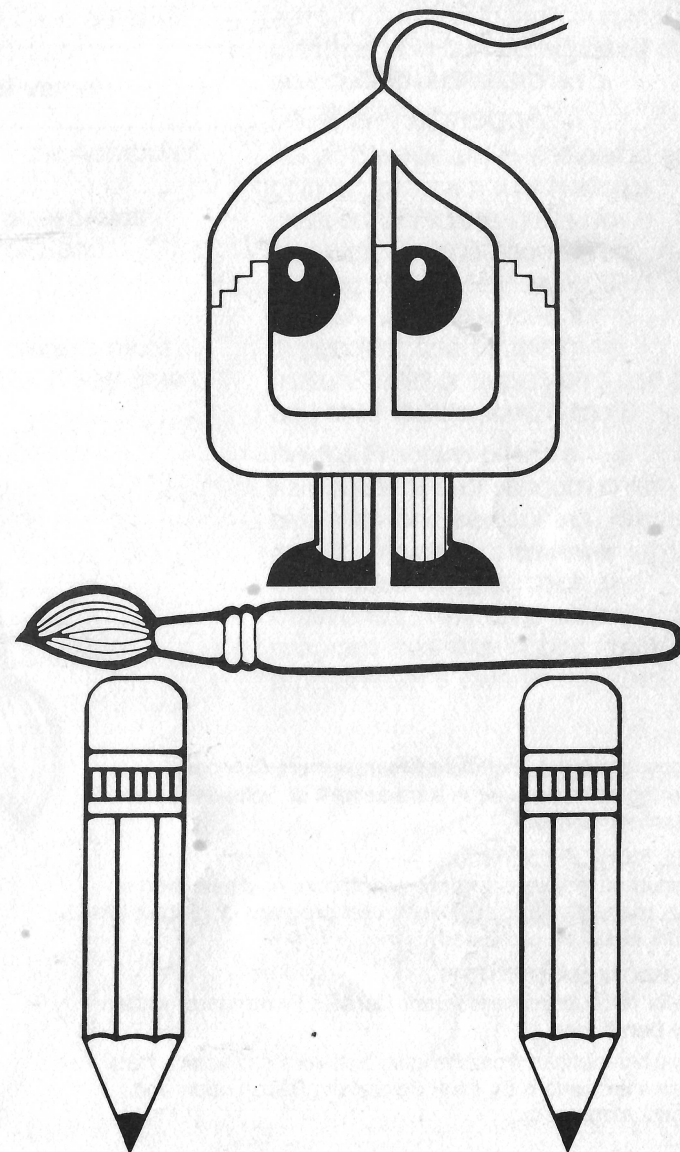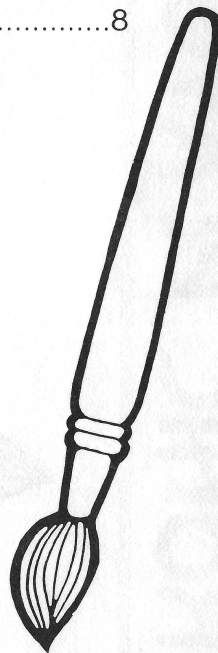537 Willamette • Eugene, OR 97401 • (503) 342-3495

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ELECTRONIC PLAYGROUND

Table of Contents:

A note to parents

A message to adults who want to help kids have fun with ELECTRONIC PLAYGROUND.

ELECTRONIC PLAYGROUND has three programs designed for use by children ages 3 through 8. Each program has characteristics which make it suitable as an educational tool for a different level of maturity. All have been designed to:
• minimize use of verbal instructions
• minimize use of the computer keyboard
• minimize adult supervision
• maximize diversity and enjoyment

NOTE - Apple 2e owners must press the SHIFT-LOCK key down.
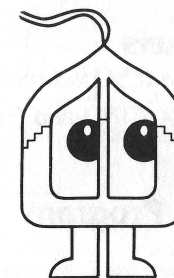
Overview

The three programs in ELECTRONIC PLAYGROUND are Matchbox, Magic Blackboard, and Heidi's Program.
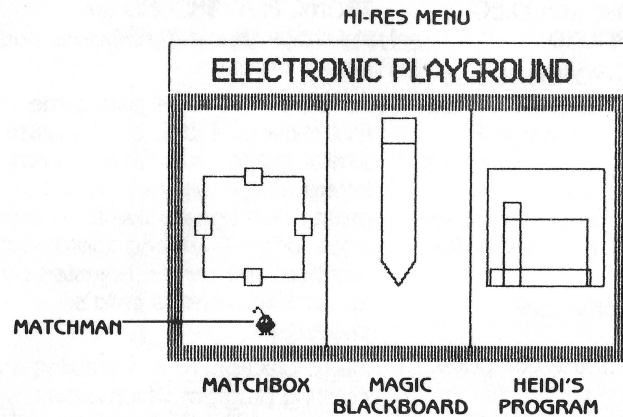
Matchbox is a three part game that requires a child to recognize similar shapes, capital and small letters, and count to 9. It has great educational value for many ages, offers eye/hand coordination practice, and can be adjusted by an adult to reflect a child's capabilities.

Magic Blackboard is a drawing and coloring program which allows creation of Picture Disks, for a completely visual, non-verbal catalog of pictures saved. This program is recommended for independent use by the more mature child or supervised use by any child (adults love it too!).

Heidi's Program offers a kaleidoescope of random color bars with one key control. Pressing any key rewards the viewer with a continuous flood of color and movement. Any child will enjoy this program that was inspired by the programmer's own young child.

Overall program control

ELECTRONIC PLAYGROUND

MATCHMAN →

MATCHBOX   MAGIC   HEIDI'S
BLACKBOARD PROGRAM

Movement to the various programs throughout ELECTRONIC PLAYGROUND is achieved through the use of the joystick and Hi-res Graphic Menus. These menus require no keyboard input, and non-reading children will have no problem using them after an initial explanation of their use.

To make a selection from a menu simply move the joystick lever in the direction of the desired choice. This will cause MATCHMAN to move under the next choice in the indicated direction. When he is directly beneath the correct choice press joystick Button 0 to make the selection. The joystick lever must be centered after each move.

If the incorrect joystick button is pressed, nothing will happen. Major control throughout ELECTRONIC PLAYGROUND involves use of Button 0, so it is a good idea to label this button on the joystick. The other joystick button is commonly called Button 1, and is only used for one function in ELECTRONIC PLAYGROUND.
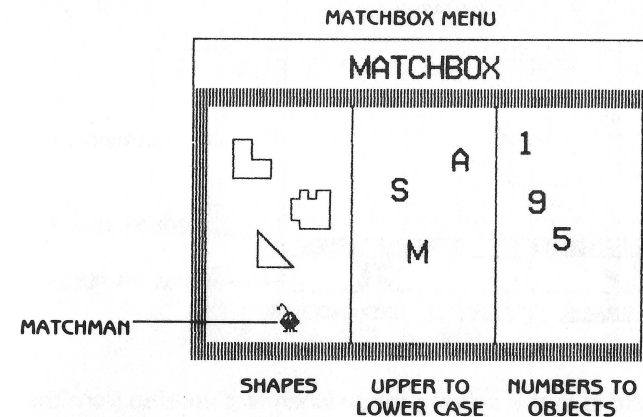
SPECIAL KEYS

Escape (ESC) will move the player to previous menu.

Control (CTRL) and S pressed simultaneously will toggle sound on/off.
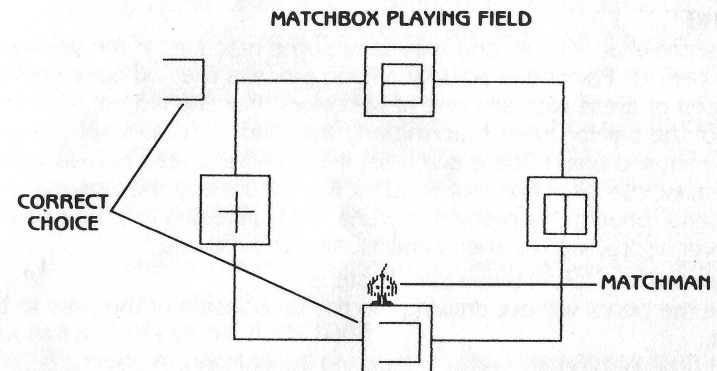
Heidi's Program

Heidi's Program is meant to be a gentle introduction to the computer for the very young child. Pressing any key will cause colored squares to be drawn on the screen and random sounds to issued from the speaker.

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Matchbox

MATCHBOX MENU

MATCHBOX

A
S
M

1
9
5

MATCHMAN →

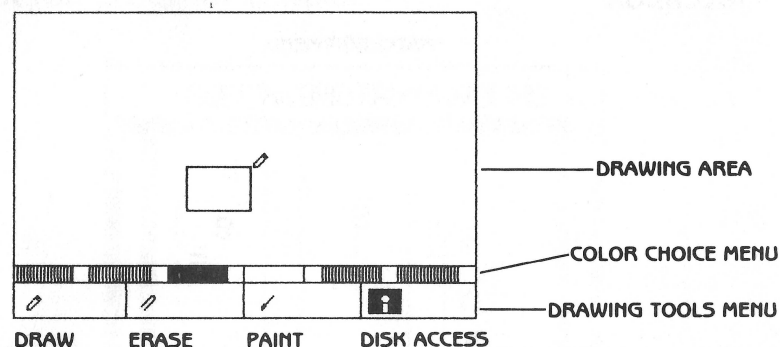SHAPES   UPPER TO   NUMBERS TO
          LOWER CASE   OBJECTS

When first entered, Matchbox will display the Matchbox Menu. This menu is used to choose matching of shapes, upper to lower case letters or numbers. Matchbox functions are chosen with the joystick in the same manner as with the ELECTRONIC PLAYGROUND Menu. To return to the Matchbox Menu from within the game, press the escape (ESC) key.

An Adult Management Interface may be entered from the Matchbox Menu by keying CTRL-I. By following the instructions on the screen, various parameters of the matchbox game can be controlled. (Please refer to Appendix II for further information on the Adult Management Interface.)

MATCHBOX PLAYING FIELD

CORRECT
CHOICE

MATCHMAN

Matchbox is played by moving the animated MATCHMAN about the screen using the joystick unitil he is near the box containing the desired selection and pushing Button 0. When the selection is the proper choice, your child is rewarded with a song.

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Magic Blackboard

DRAW   ERASE   PAINT   DISK ACCESS

- DRAWING AREA
- COLOR CHOICE MENU
- DRAWING TOOLS MENU

DRAWING

Magic Blackboard is in the drawing mode when first entered from the Main Menu. The pencil will move about the screen in relation to the joystick direction. Speed can be controlled by pressing the number keys (1-fastest . . . 9-slowest) and the pencil can be lifted from or be put back down on the screen by pressing Button 1.

ERASING

Enter the Drawing Tools Menu by pressing Button 0, place MATCHMAN next to the eraser and press Button 0 to select that function. Line erasing is accomplished by placing the exact tip of the eraser over the area of the line to be erased. Larger areas may be erased using a back-and-forth motion with the joystick. The entire screen may be erased by pressing the E key.
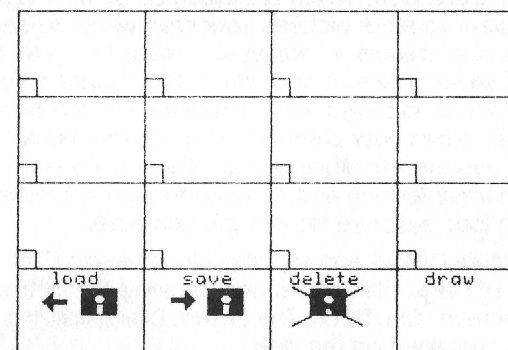
PAINTING

This is somewhat difficult, and may take some practice for the younger user to perfect. Painting is actually a filling process that will paint enclosed shapes or areas with any one of six colors. Painting will not work if the tip of the paintbrush is touching any line, and the colors will leak out of any enclosed area if there is a hole. If the entire screen is filled with certain color combinations, subsequent fills will destroy the Drawing Tools Menu. Should this problem occur, simply pressing the S key will Start Over, redrawing the menu and erasing the drawing.

To begin painting follow these simple steps:

1. Move the pencil without drawing, so the tip is inside of the area to be colored.
2. Select the paintbrush from the Drawing Tools Menu. A paintbrush will replace the pencil on the screen.
3. Move the small checkmark that appears in the box near the right of the color to be chosen. Pressing Button 0 selects that color and fills the area.

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Picture Disks

HI-RES CATALOG

load   save   delete   draw

Saving, loading and deleting pictures created with MAGIC BLACKBOARD is accomplished using Picture Disks. A Picture Disk must be in the drive before any of the above operations can be performed. (Refer to Appendix I for further notes about Picture Disk creation and usage.)

SAVING A PICTURE:

Once the picture to be saved is completed, enter the Drawing Tools Menu and select the Disk function. From the Hi-res Menu that appears on the screen select the Save function. The disk will whir, the picture will be placed into the catalog, and there will be further disk operation. This process takes approximately one minute. Miniature pictures are in black and white only, and all colors will display as solid blocks of white.

LOADING A PICTURE:

From the Hi-res Catalog Menu select the Load function. When the disk stops spinning, a checkmark will appear in the small box at the lower left corner of the first picture in the catalog. This checkmark can be moved from picture to picture using the joystick. Press Button 0 when the checkmark is in the small box at the lower left corner of the picture to be loaded.

DELETING A PICTURE:

Follow the above steps for loading except select the Delete function from the Hi-res Catalog Menu. Pressing the Escape (ESC) key during any of the steps will allow exit from the Delete process.

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